PlayStation

PAL

Disney's 102 DALMATIANS

PUPPIES TO THE RESCUE

Disney INTERACTIVE

CRYSTAL DYNAMICS

EIDOS INTERACTIVE

PlayStation®

Precautions

● This disc contains software for the PlayStation® home video game console. Never use this disc on any other machine, as it could damage it. ● This disc conforms to PlayStation® specifications for the European market only. It cannot be used on foreign-specification versions of PlayStation®. ● Read the PlayStation® Instruction Manual carefully to ensure correct usage. ● When inserting this disc in the PlayStation®, always place it label side up. ● When handling the disc, do not touch the surface. Hold it by the edge. ● Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft cloth. ● Do not leave the disc near heat sources or in direct sunlight or excessive moisture.● Never attempt to use a cracked or warped disc, or one that has been repaired with adhesives, as this could lead to operating errors.

Health Warning

For your health, rest about 15 minutes for each hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a brightly lighted room, and stay as far from the television screen as possible. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Nos. and Games Hotline Nos.

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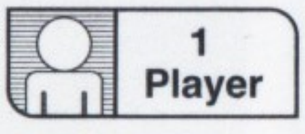

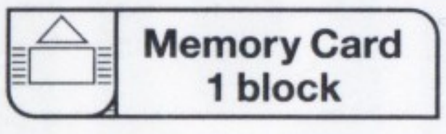

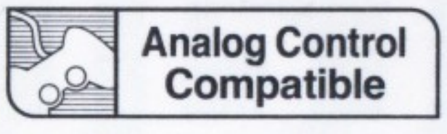

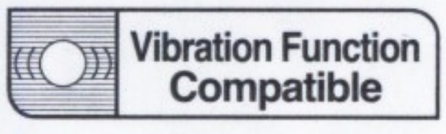

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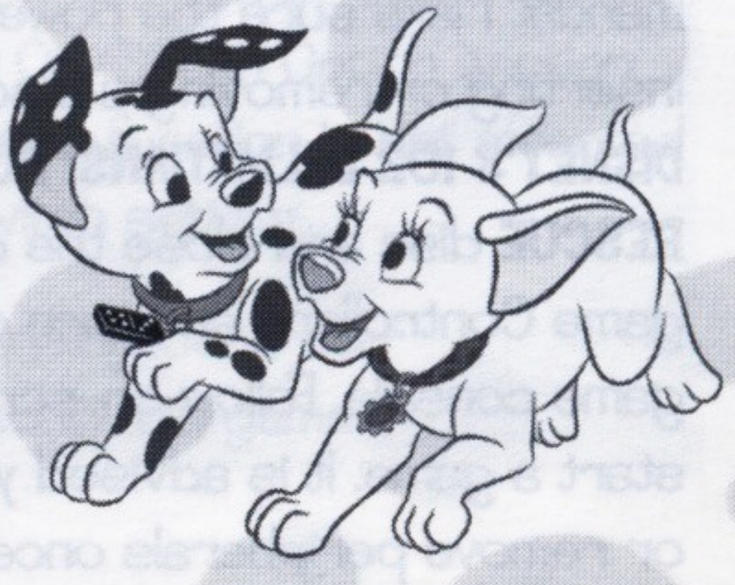
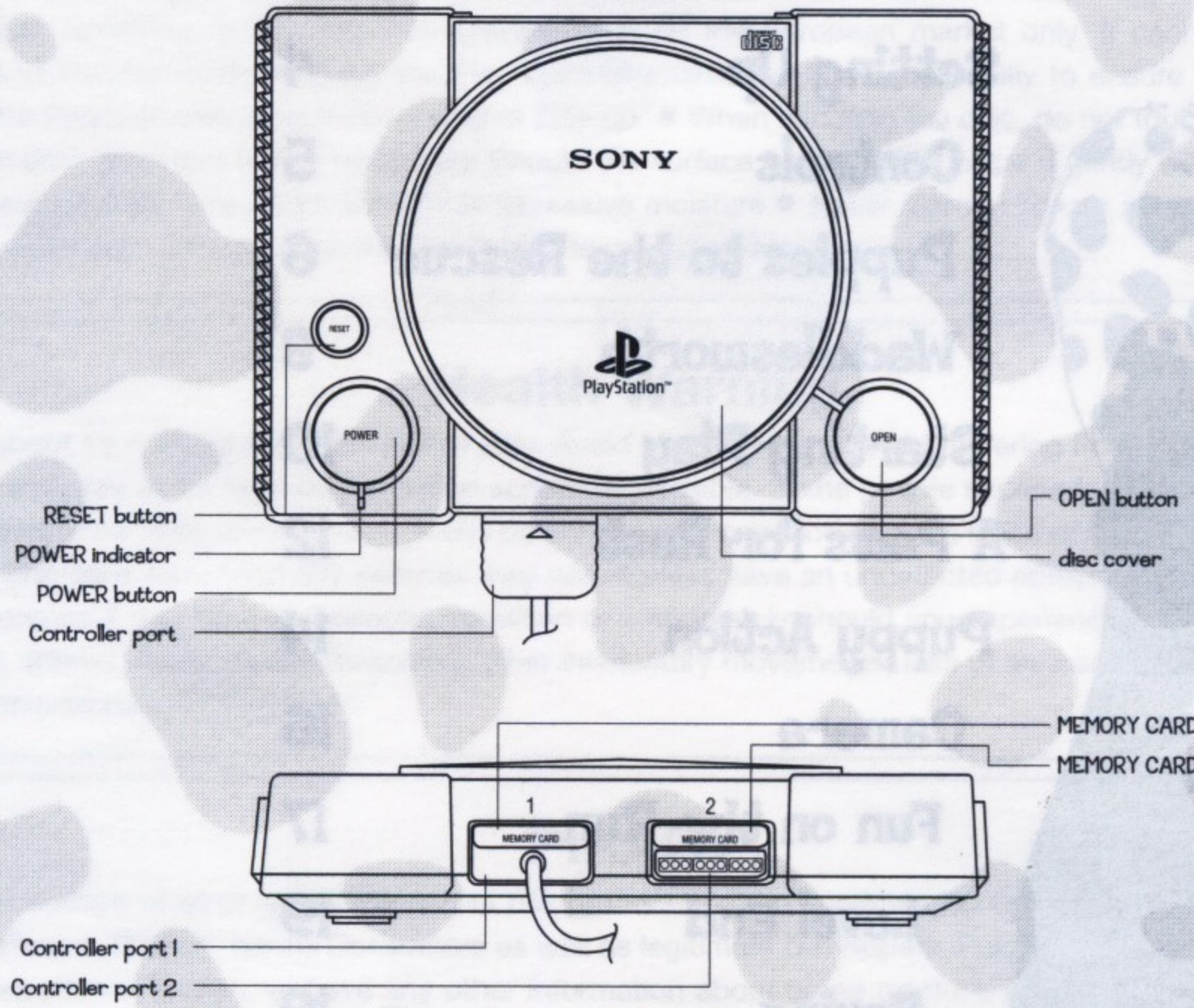


SETTING UP



CONSOLE

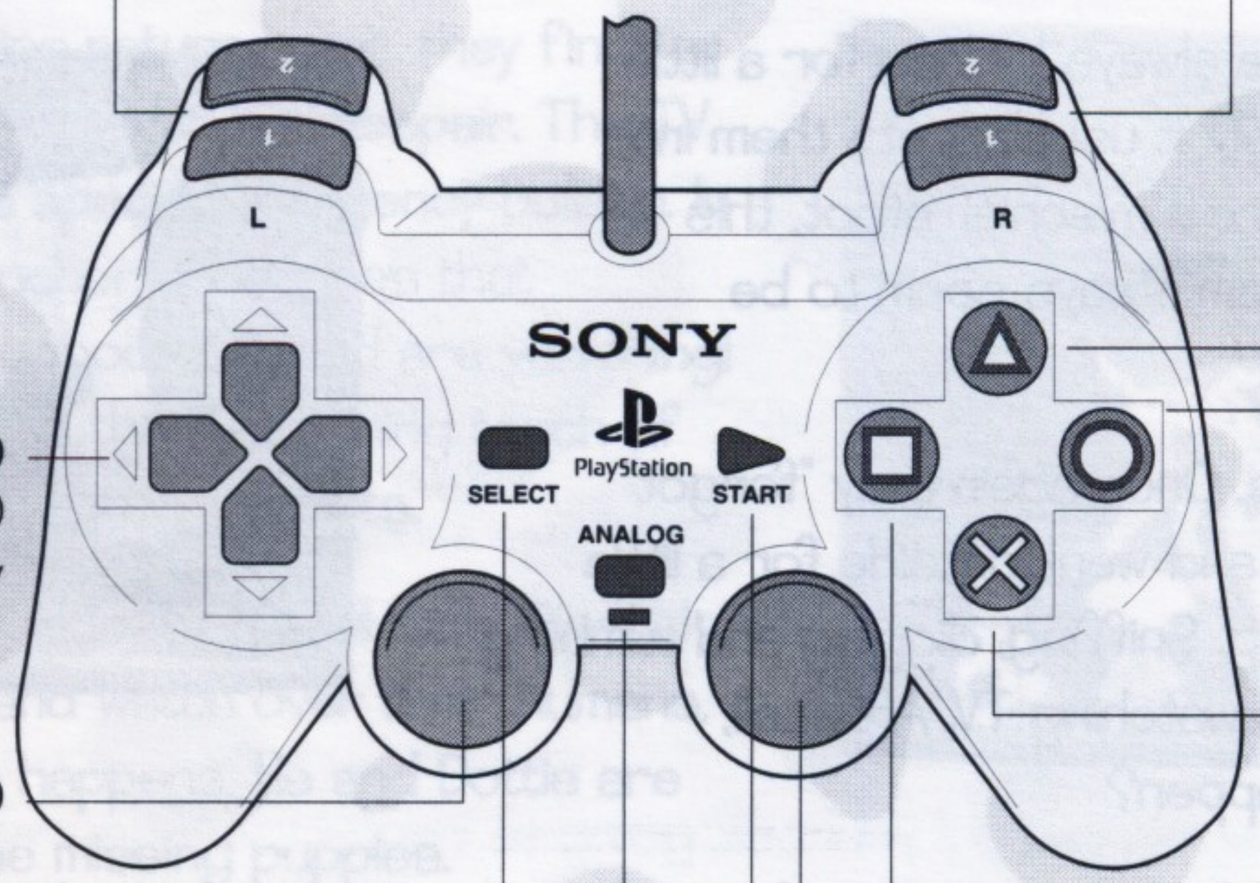
Set up your PlayStation® game console according to the instructions in its instruction manual. Make sure the power is off before inserting or removing a disc. Insert the **DISNEY'S 102 DALMATIANS: PUPPIES TO THE RESCUE** disc and close the disc cover. Insert game Controllers and turn on the PlayStation® game console. Follow on-screen instructions to start a game. It is advised you do not insert or remove peripherals once the power is turned on.

MEMORY CARDS

To save game settings and results or continue play on previously saved games, insert a MEMORY CARD into MEMORY CARD slot 1 BEFORE starting play. If you do not have a MEMORY CARD, the game will allow you to play without saving game settings and results.

Please make sure you have enough free MEMORY CARD blocks before commencing play

CONTROLS



L1/L2 buttons

Rotate camera left

directional buttons (Digital mode)

Select ↑↓←→ (on menus)

Move puppy

left stick (in Analog mode (LED:Red))

Select ↑↓←→ (on Navigation Screen) / Move puppy

SELECT button

Toggle Oddball or Domino (anytime during play)

ANALOG mode switch

Analog Mode = LED:Red (ON)

Digital Mode = LED:OFF

R1/R2 buttons

Rotate camera right

△ button

Cancel (on menus)

Tumble

Exit certain scenes

○ button

Sniff

Dig

Talk to animals

Action

× button

Accept (on menus)

Jump

□ button

Bark

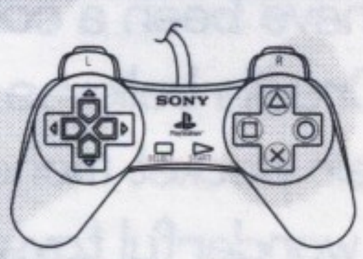
Shoot (in certain scenes)

right stick

START button

Start game

Paws (pause)



The controls on this page are also used for digital Controllers.

Note 1: You can turn the vibration function of the Analog Controller (DUALSHOCK) ON/OFF in Option section (see page 13). The vibration function is not affected by the ANALOG mode switch setting.

Note 2: The right stick (of the Analog Controller (DUALSHOCK)) is not used in this game.

PUPPIES TO THE RESCUE

Oddball and Domino are always looking for a little adventure. Unfortunately, it usually gets them into trouble! Whenever there's mischief afoot, this brother-and-sister team always seem to be at the bottom of it.

Take today, for example. Once again they "forgot" their mother's wishes and went outside for a little pirate-treasure hunting. Sniffing, digging and tumbling are way more fun than watching TV. After all, what could possibly happen?

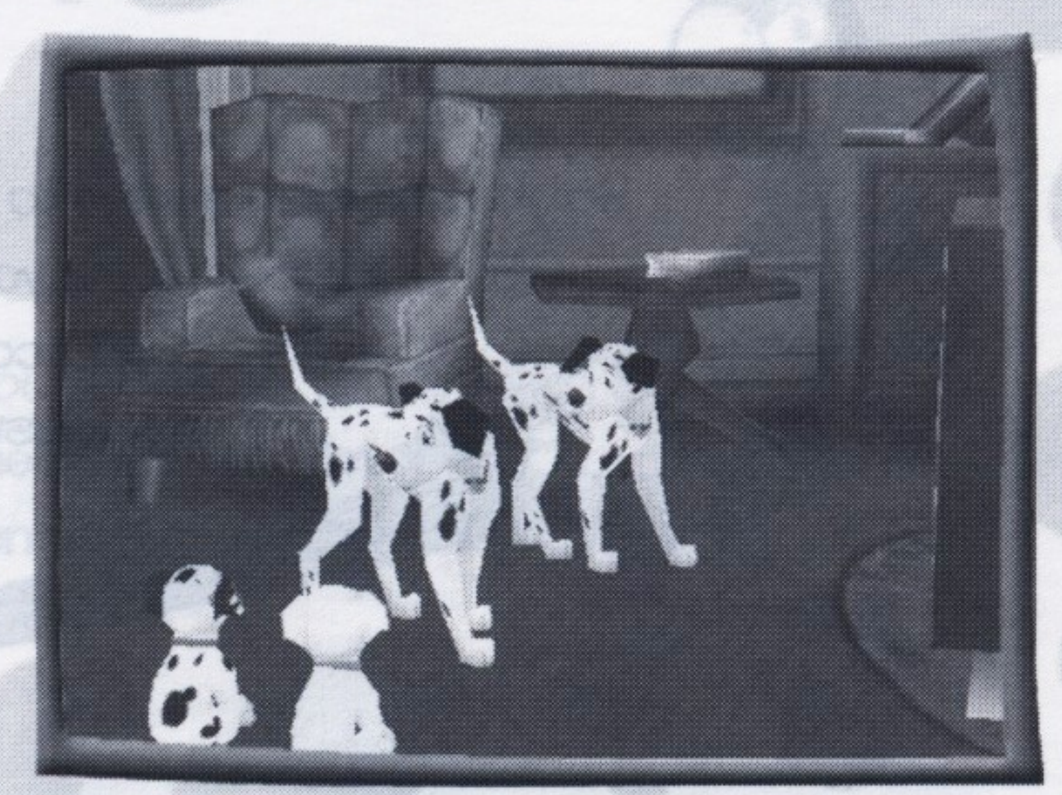
It's not long before Oddball digs up their first treasure. She's quickly disappointed to discover it's no treasure at all - in fact, it's one of those horrid toys from the Cruella De Vil Toy Factory! No wonder it ended up buried in Regent's Park. What kid would want to play with any of Cruella's ugly "hunks of junk"?

That's just what's driving Cruella into another red-hot temper tantrum! Her toys, designed by her high-tech hapless inventor, Rodney Farzboom, have been a colossal flop at stores throughout England. Cruella believes it's because children are spending all their pocket money on their spoiled pets instead of on her wonderful toys.

Now facing financial ruin, Cruella must do something quick. Getting Farzboom on the phone, she snaps at him to initiate "Plan B." The inventor re-programs the control chips in Cruella's toys, transforming shelves of unsold

merchandise into a miniature army of robotic pet-nappers. With the help of her seedy sidekick, Parisian fur designer Jean-Pierre LePelt, and her devious henchmen, Horace and Jasper Baddun, Cruella is sure her puppy-snatching plan will be a "spotacular" success.

When Oddball and Domino return home, they find their parents, Dipstick and Dottie, in despair. The TV news is broadcasting a special emergency bulletin. In urgent tones, the TV anchor announces that Dalmatian puppies throughout England are vanishing! Everyone agrees this has the frightening touch of one of Cruella's De Vil's scheming plots.



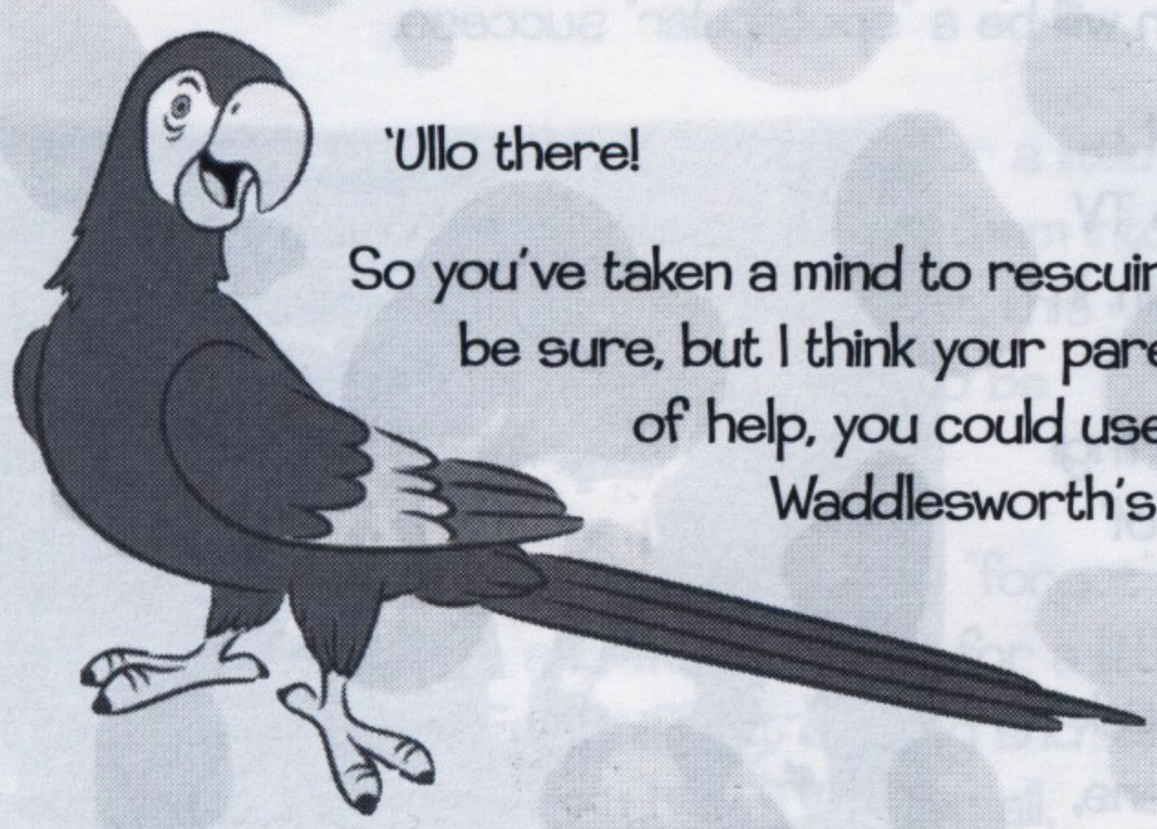
Thankfully, Domino and Oddball are still safe. Dipstick cautions them to stay and watch over their humans, before anything worse happens. He and Dottie are going to go look for the missing puppies.

The door is barely shut before Oddball takes a stand. "Do you want to stay here and be good, or do you want to help rescue the puppies?"

"My thoughts exactly, Sis," says Domino. "Let's go!"

Oddball and Domino race off to their biggest adventure yet - but this time they could be biting off more than they can chew!

WADDLESWORTH



'Ullo there!

So you've taken a mind to rescuing your puppy family? Quite commendable! I can't be sure, but I think your parents may very well need your help. And speaking of help, you could use a bit of it yourself. That's why I'm here. Waddlesworth's the name. Helping Dalmatians is my game.

Now look here. That Cruella De Vil is a master at making the situation as hard as can be. My guess is she's had the puppies dropped off all over England. If you start in Regent's Park, you'll soon find yourself going all 'round the town, rescuing puppies left and right. While you're out and about, here's what to do to win the game . . .

MUNCH THE BONES

What puppy can resist a tasty biscuit? When you munch all 100 bones in a level, something quite nice is sure to happen.

RESCUE THE PUPPIES

Crates is what you look for. Hear that yelping? There's a little fellow inside. Tumble into the crate and you'll set another puppy free. (I might mention that if you free all six puppies in every level, you'll get the perfect ending to the game.)

BREAK THE TOYS

Nobody wants to buy them. They're just more of Cruella's mischief, quite horrid and annoying. Break every one you can with a bark or a tumble. Try to get them all, because many will leave something good behind.

TRAP THE BADDUNS

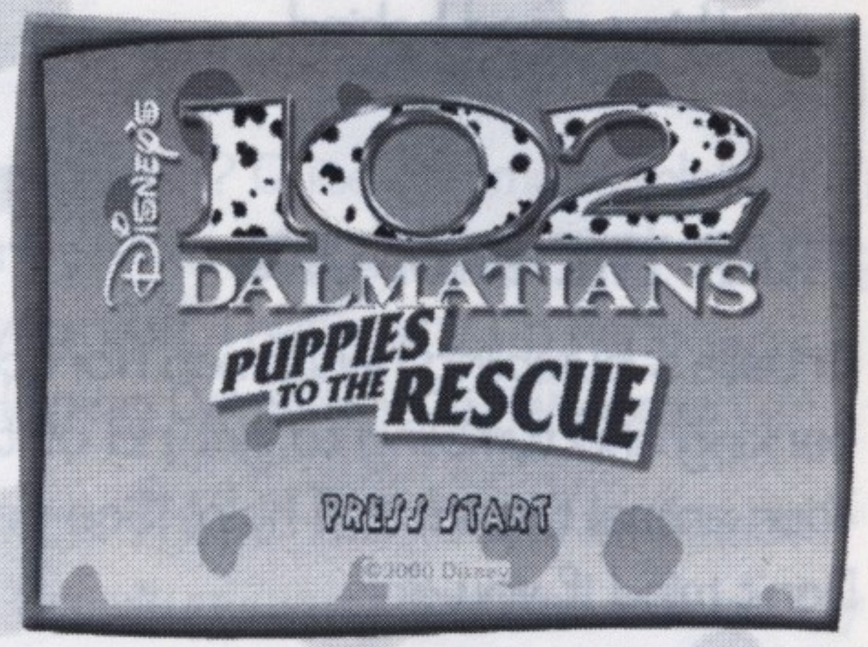
Cruella's bumbling henchmen Horace and Jasper are out to catch you. It takes more than barking and tumbling to get rid of them. Look for something in the level that could trap them. Your animal friends will help! (See page 16.) By the by, once in a while you can even trap LePelt. Don't mind if you do!

DEFEAT CRUELLA

Now there's a job. Awfully hard to do, but not impossible. 'Specially if you've cleared all the levels and rescued all the pups.

There are more things to find and do in the game, too, before Cruella rears her two-toned hairdo. So get ready for a fantastic adventure. And don't forget ... I'll be there to help. I may even give you a tour from the air. And that's something not even Cruella can buy!

STARTING PLAY



1. At the Title screen, press the START button.
2. Choose an option (using the ↑/↓ directional buttons, then press the ⊗ button):

NEW GAME — Start from the beginning. You can play as either Oddball or Domino by pressing the SELECT button (anytime during gameplay).

LOAD GAME — Resume playing a game you previously saved. (You must have a MEMORY CARD inserted into MEMORY CARD slot 1 with **DISNEY'S 102 DALMATIANS: PUPPIES TO THE RESCUE** game save present in order to load your game).

OPTIONS see page 12.

NAVIGATION SCREEN

You can see the levels available to you by changing channels on Oddball and Domino's TV. Press the directional buttons as shown in the following paragraphs, and then press the ⊗ button:

LONDON CHANNEL (←/→ then ⊗)
When starting a NEW GAME, you'll play Regent's Park first. The numbers below the level name show the number of Bones collected and the number of Puppies rescued.

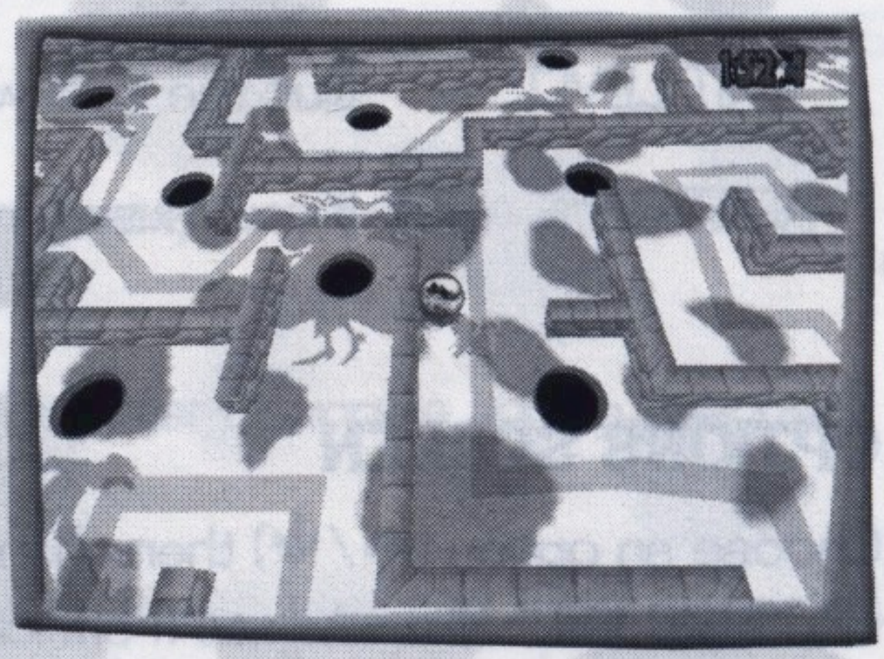
When you finish Regent's Park, another level opens on the Navigation screen. The more you play, the more levels you'll open. You can always return to a level you've already played to increase your numbers. And don't forget to look for mini-games, secrets and fun puzzles to solve.

STICKER BOOK CHANNEL (↓ THEN ⊗)

As you complete certain tasks, you'll receive stickers that look like puzzle pieces. Collect these because that's just what they are. They go into your Sticker Book pages according to the level where you found them. When you get all the stickers in a level, a surprise scene appears.

MINI-GAMES CHANNEL (↓ ↓ THEN ← / → THEN ⊗)

Puppies need play time, too. Take a rest from rescuing the captured pups to play mini-games like Dig Dog and Tilt Maze. In three of the mini-games you can play with a friend. The more levels you play from the London Channel, the more mini-games you'll find on the Mini-Games channel.



A PAWS FOR REST

1. Press the START button on the Navigation screen or anytime during play. The Paws (pause) screen will appear.
2. Choose one of the options (using the ↑/↓ directional buttons, then press the ⊗ button):

CONTINUE	Return to the screen you paused from.
OPTIONS	Adjust some game settings (see below).
SWITCH PUPPIES	Allows you to swap between playing as Oddball or Domino (which can also be done by pressing the SELECT button)
EXIT LEVEL	Quit the level you're playing and return to the Navigation screen.
EXIT GAME	If you paused from the Navigation screen, this takes you back to the Title screen.

OPTIONS SCREEN

Choose an option (↑/↓) then change its setting (←/→):

MUSIC VOL	Adjust from loudest (10) to softest (0).
SOUND VOL	Adjust from loudest (10) to softest (0).
SPEAKERS	Choose MONO if your TV has one speaker; STEREO if it has two.
VIBRATION	Toggle the vibration function of the Analog Controller (DUALSHOCK) ON or OFF.
DONE	When you are happy with your options settings, highlight done and press the ⊗ button to return to the pause menu..

HEADS-UP DISPLAY

The Paws screen also shows how you're doing:

BONES	In the upper left corner you can see how many bones you've munched in the level.
PUPPIES	In the upper right corner you can see how many puppies you've rescued in the level.
PUPPY PAW	In the lower right corner you can see your Health level and Tries remaining. The toes in the Puppy Paw show how many hits you've taken (empty toes) and how many more you can take (full toes) before losing a Try. If too many toes are empty, look for some food to eat and "beef up" your Health again.

Note: The heads-up display also appears for a few seconds whenever you increase one of your numbers (Puppies) or talk to an animal friend. This helps you keep track of your game.

PUPPY ACTION

Your puppy energy will really put the bite on Cruella's evil toys. Go get 'em!

RUN

- Use the directional buttons to run.
- You can bound over longer distances by pressing the ✕ button (jump button) while running. It's cool to feel so free!
- You can also move faster by tumbling (△ button), though steering will be a little more difficult.

JUMP

- Press the ✕ button to jump.
- Jumping also gets you to higher places, like counters and pedestals.
- When jumping on trampolines, remember to hold down the ✕ button for higher jumps.
- Jump on things that you can ride on and see where they take you.

BARK

- Press the ■ button to bark and shatter toys.
- Barking won't stop a Baddun, but you can bark anyway just 'cuz it feels great!

TUMBLE

- Press the △ button to tumble head-over-paws for a short distance, hopefully bashing into toys.
- That's also the way to break open crates and free the puppies.
- When you tumble into toys, they may leave something behind. Be sure to collect whatever they drop.

SNIFF

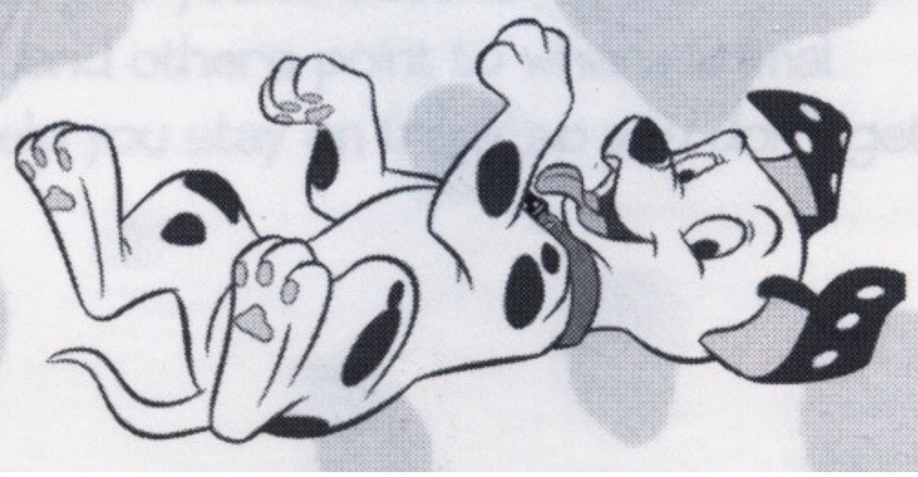
- Press the ○ button to sniff the ground for clues. Sniffing leads you to the closest interesting thing – a bone, an enemy robot toy or even a puppy crate.
- Your "sniffer" will also lead you to buried "treasures." Look for an "X" that appears on the ground - that's where to start digging.
- When you sniff, a trail of arrows appears leading in the direction you should go. The arrows fade out after a few seconds, so you may want to sniff again.

DIG

- When you've sniffed your way to an interesting spot (marked by an "X," see "Sniff" above), press the ○ button to dig. Digging uncovers hidden stuff.
- Many things that puppies like (and need) are hidden under the dirt. They can only be found by digging in the right spot!

DOG-PADDLE

- Dog-paddling comes naturally when you jump into a pond, fountain or stream. Just press the directional buttons and away you go!



TALK TO THE ANIMALS

- Friendly animals have quite a bit to tell you. With some animal friends, talking begins automatically when you run up to them. With others you'll need to press the ◉ button to begin talking (you'll see a prompt in the lower right corner of the screen). Listen for hints and clues. If a critter asks a favour, do your best to help out. You'll always be rewarded.

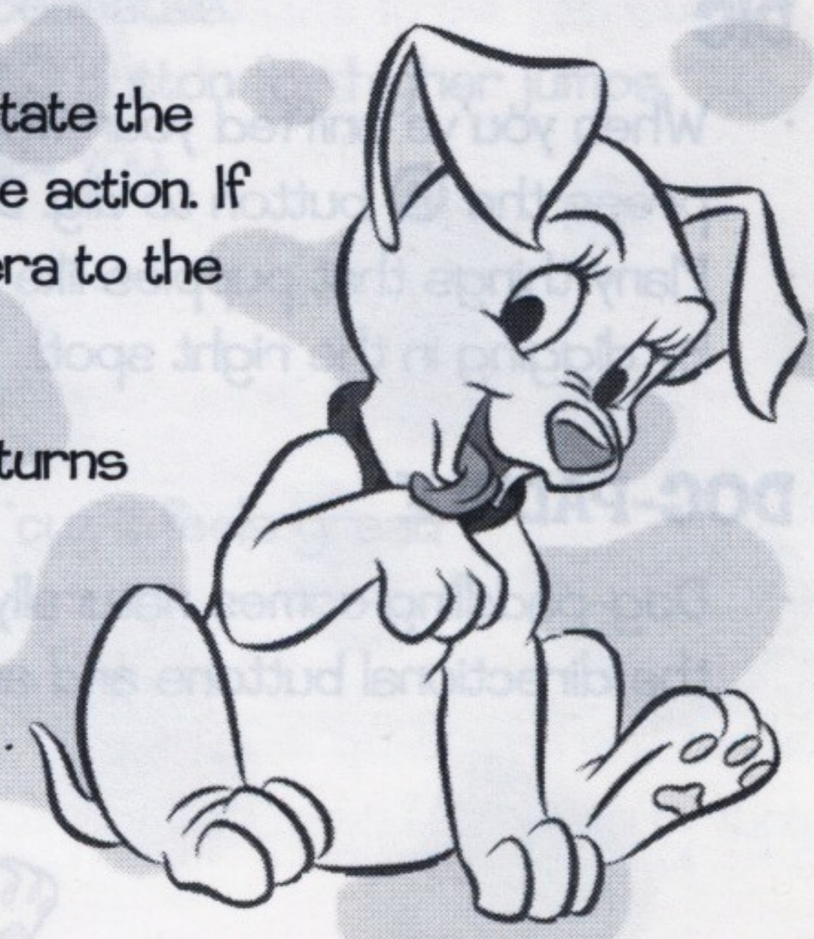
SPECIAL ACTIONS

- At certain spots you can perform special actions by pressing the ◉ button. Stand near an object and look for the ◉ button prompt in the lower right corner. If it appears, press the button to do things like shoot the Squirt Gun in the Toy Store and throw the switch in De Vil Manor.

CAMERA

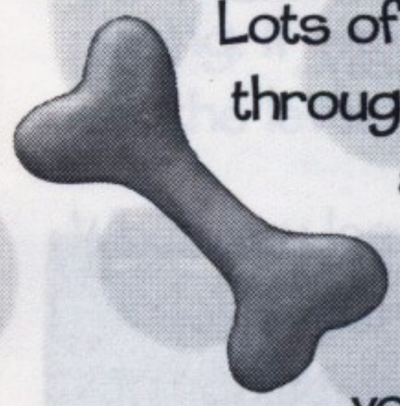
You control the camera! Use the L1/L2 and R1/R2 buttons to rotate the camera 360 degrees around your Puppy and get right in on the action. If you are having trouble completing a jump, try rotating the camera to the left or right for the perfect angle.

Keeping your index fingers on these buttons for quick camera turns can help you navigate through the levels with ease.



FUN ON THE RUN

COLLECTABLES



Lots of things puppies love are scattered around the levels. So don't rush through. Take your time and collect all you can. **Be sure to collect all the Bones and other food items (for extra health) you can find!** The more you explore, the more riddles you'll figure out. And the more secret surprises you'll get! There is no penalty if you don't gather all the goodies. But you'll get additional rewards if you gather all the collectables in a level.

PUPPY PAW

You can be knocked over by the attacking toys and Badduns, but it takes four hits before you lose a Puppy Paw. You'll see your Puppy Paw whenever you get thumped, and also when you pause the game (by pressing the START button). Each full toe represents one hit you can take; an empty toe means the hit is used up. The number in the Puppy Paw shows how many Tries you have left. When you lose one Paw you restart the level; when you lose all the Tries in the Paw, the game is over. **You can restore lost hits by gobbling food items found in the levels.**

SIGNPOSTS

You'll see picture signposts that give you directions. Some show which way you should go, and others point to where animal friends can be found. These help you stay on track so you don't get too lost in the level.

PUZZLES

Some levels have puzzles that will keep you from going forward. For instance, you may come upon a switch that needs to be turned on with a special object before you can pass it by. Many puzzles show you their solution in a visual clue, and it's up to you to figure out how to get it. You will either have to find and use a certain object, or enlist the help of a friendly animal. Once you get what you need, return to the puzzle task and you will perform it automatically.

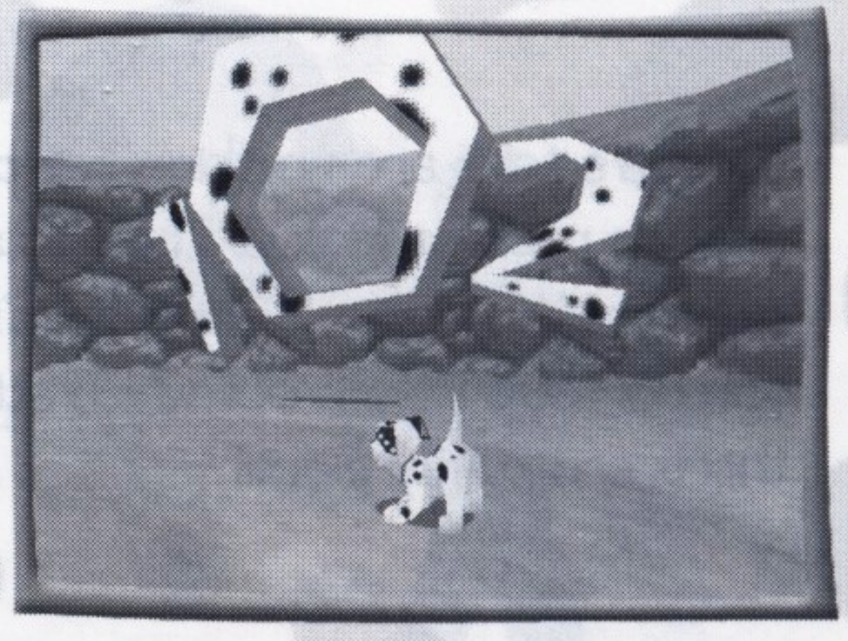
COOL TRICKS

Cool tricks are things you can do just for fun! For example, slip 'n' slide on the Slalom Course in the Ice Festival level. Try to slide through all the gates and collect all the bones. If you don't make it the first time around, have another go. See if you can find cool tricks that none of your friends have discovered.

COLLECTING STICKERS

When you achieve certain goals within a level, you'll receive a sticker. This is actually a puzzle piece of a larger picture. When you go to your Sticker Book (see page 11), all the stickers you've collected will show up in the level's picture. When you get all the stickers for a level, the entire picture will be revealed.

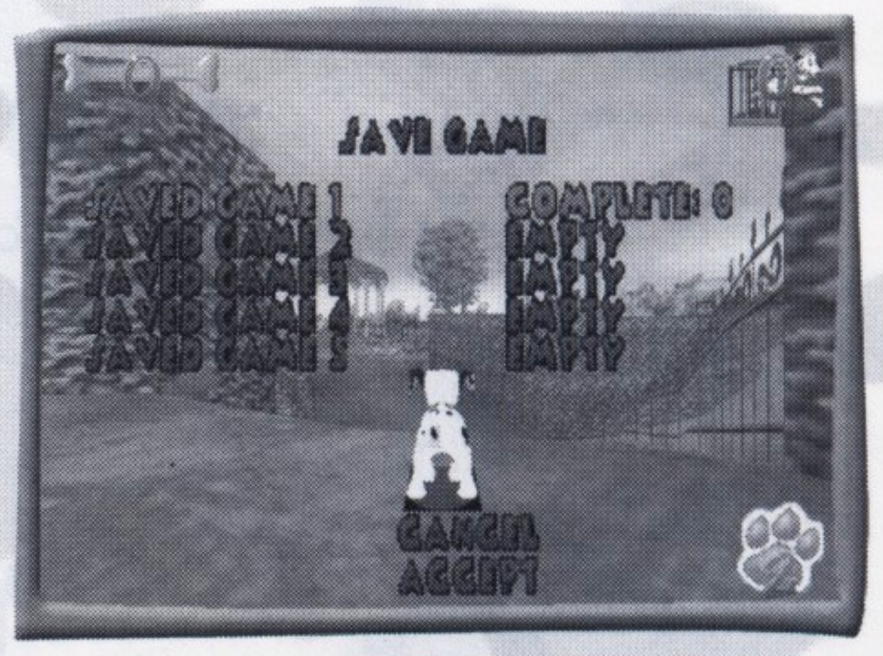
LEVEL END



When you find a big glittering "102" banner, you're at the end of the level. You can stay in the level and keep searching and playing. If you're ready to leave, jump through the banner to exit the level.

When you leave a level, you'll also be able to save your game. Press the ⊗ button to answer "Yes" to the prompts and save your game. If you don't want to save, press the ↓ directional button to highlight the "No" prompt and then press the ⊗ button.

SAVING



DISNEY'S 102 DALMATIANS: PUPPIES TO THE RESCUE lets you save your game progress, including all your actions, bones collected and puppies saved. You must be using a MEMORY CARD in MEMORY CARD slot 1 in order to save games.

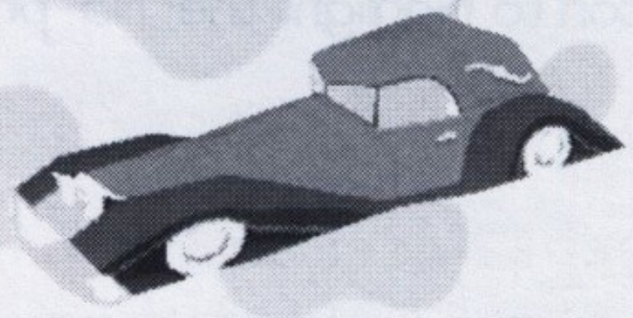
- **To save at a Waddlesworth checkpoint,** press the ◎ button and answer "Yes" to the prompts (using the ↑ directional button to highlight it, then the ⊗ button to confirm).
- **To save when you exit a level,** press the ⊗ button to answer "Yes" to the prompts. If you don't want to save, press the ↓ directional button and press the ⊗ Button to answer "No."
- **To save from the Paws screen,** select EXIT LEVEL (use the ↑ directional button to highlight it, then the ⊗ button to confirm). (If you're pausing from the Navigation screen, select EXIT GAME.) Answer "Yes" to the prompts. On the Save screen, select a slot in which to save your game to (using the up/down directional buttons) then press the ⊗ button to confirm the save.

CRUELLA'S TOYS

Cruella's toys are anything but playthings. Farzboom souped up these bite-size pests into robotic pet-snatchers. Their attacks are different, but they all have one goal - capturing the puppies! You're bark attack won't work on some of them, and tumbling into others will just get you hurt. So figure out which attack works best on each one. Here are just a few. Look out -- there are plenty more!

RADIO-CONTROLLED ROADSTER

Cruella's very own car in mini-size roars toward you at ramming speed. It even cackles like Cruella.



JACK IN THE BOX

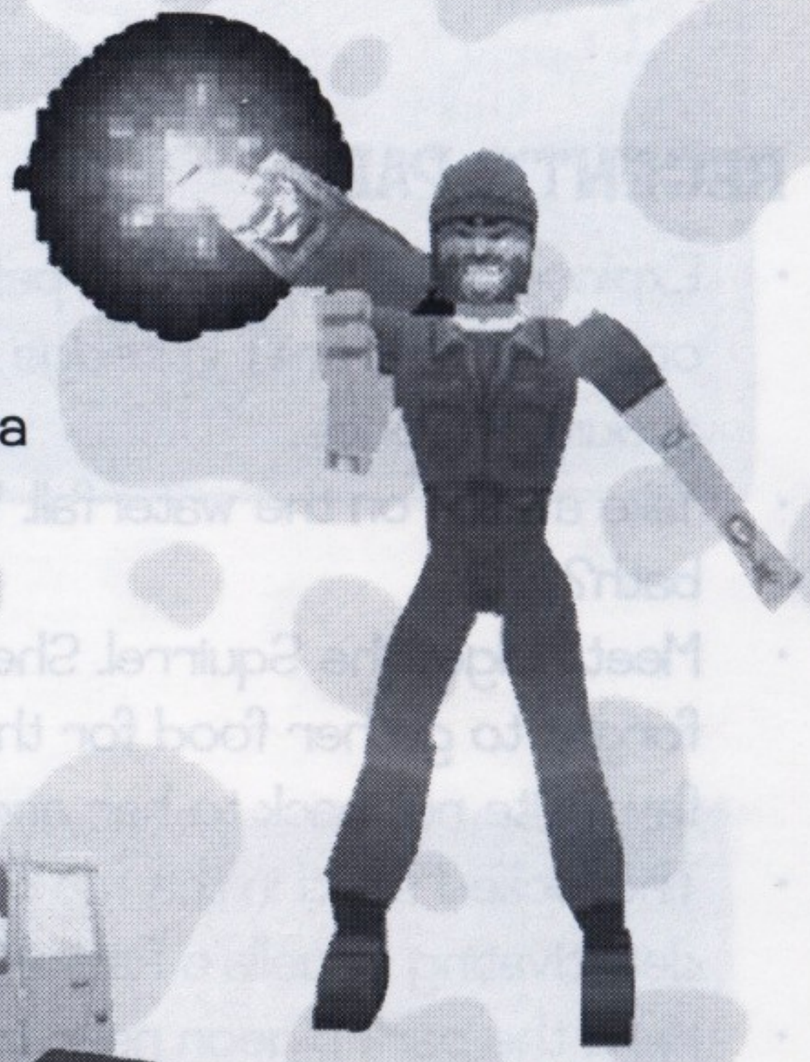
Don't be fooled by its musical nursery tune. Jack's bobbing head can rear back for an over-the-top head bop.

CLAPPING MONKEY

This cymbal-banging ape is a real headache. It likes to screech and run, but if you corner it, you're in for a puppy-clanging!

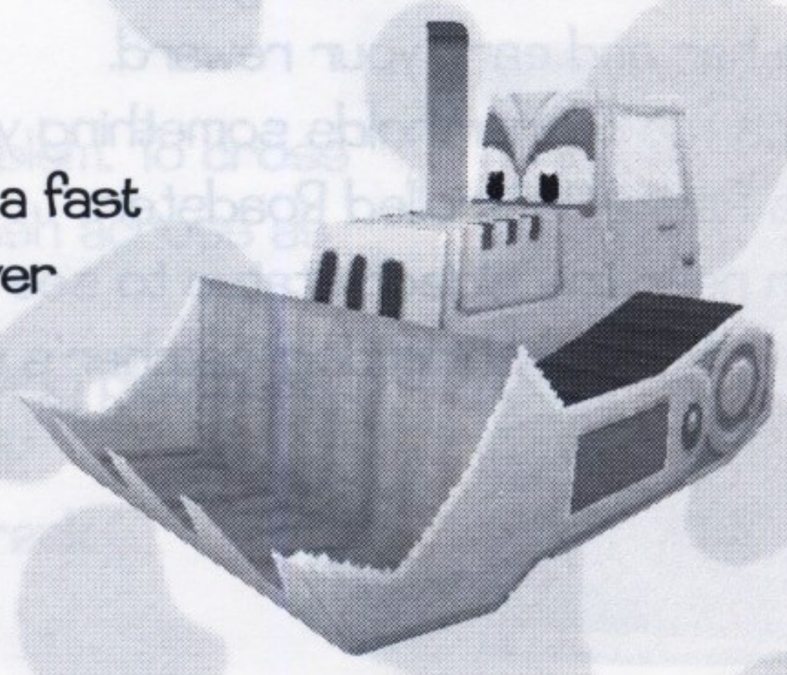
TOY SOLDIER

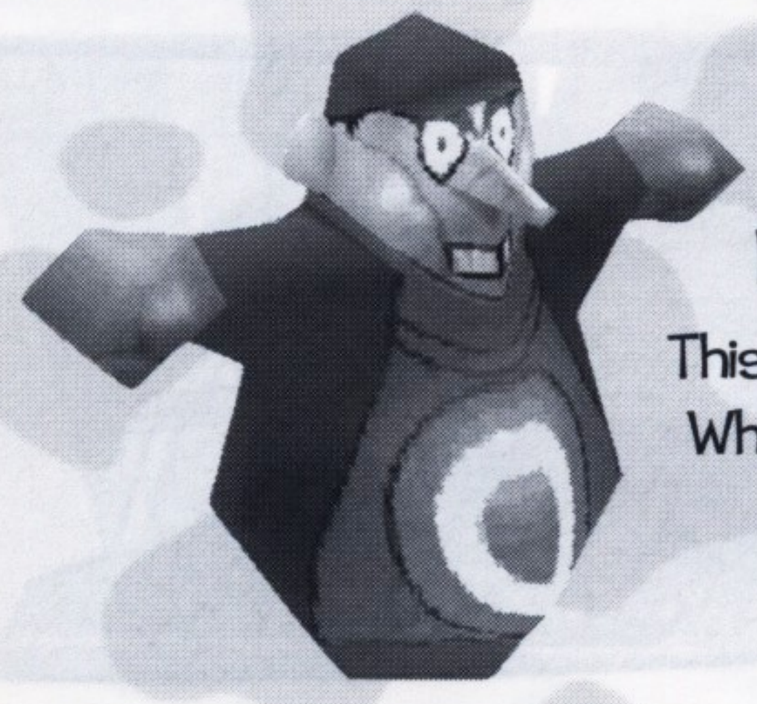
Armed with a tiny fire-cracker launching bazooka, the Toy Soldier is a one-man invasion force.



DOZER

This dirt-pusher attacks straight on at a fast speed, and it's tough to stop. It'll roll over and play possum, then attack again!



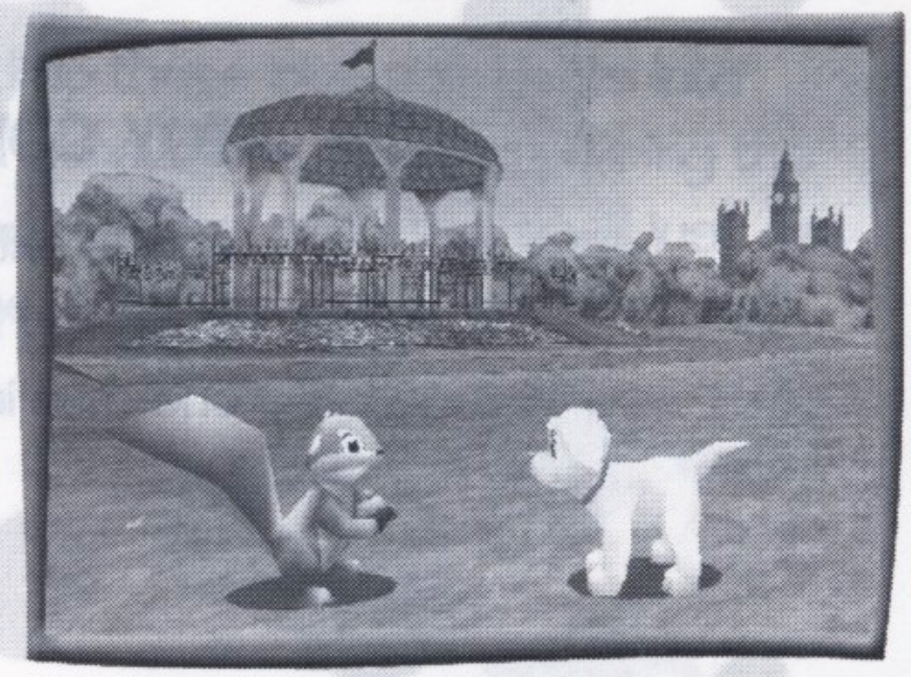


BADDUN PUNCHING BAG

This bouncy bag rocks away undamaged when you tumble into it. When it rocks forward again, watch out for its two-fisted punch!

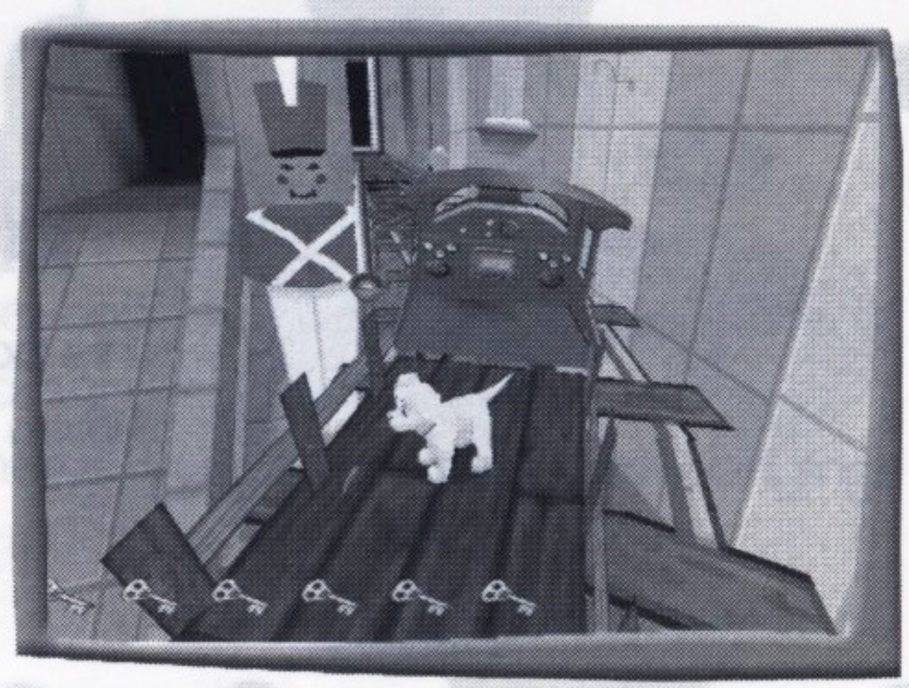
ON CRUELLA'S TRAIL

REGENT'S PARK



- Explore a fine old English park where you can tumble on the grass, sniff in hedge mazes and paddle around in ponds.
- Take a slide on the waterfall. Wasn't it time for your bath?
- Meet Fidget the Squirrel. She's a bit frantic since she forgot to gather food for the winter. Bring her favourite nut back to her and earn your reward.
- The locked shed in the far corner holds something you're looking for. You can open it by deactivating Cruella's Radio-Controlled Roadster.
- Herd the park pigeon near the pigeon statue to see something cool.
- Jasper hounds you with his swishing dog-catcher's net. Lure him near the beehive and he'll get "buzzed"!

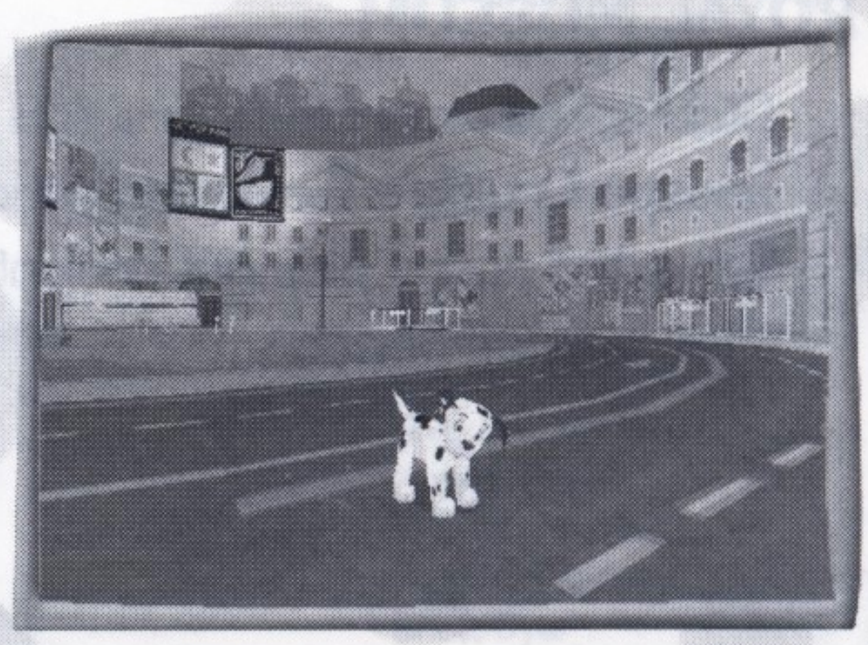
TOY STORE



- Hitch a ride on the toy train to find a secret room where Cruella has hidden one of your family.
- Use the Squirt Gun to pop the giant bubbles.

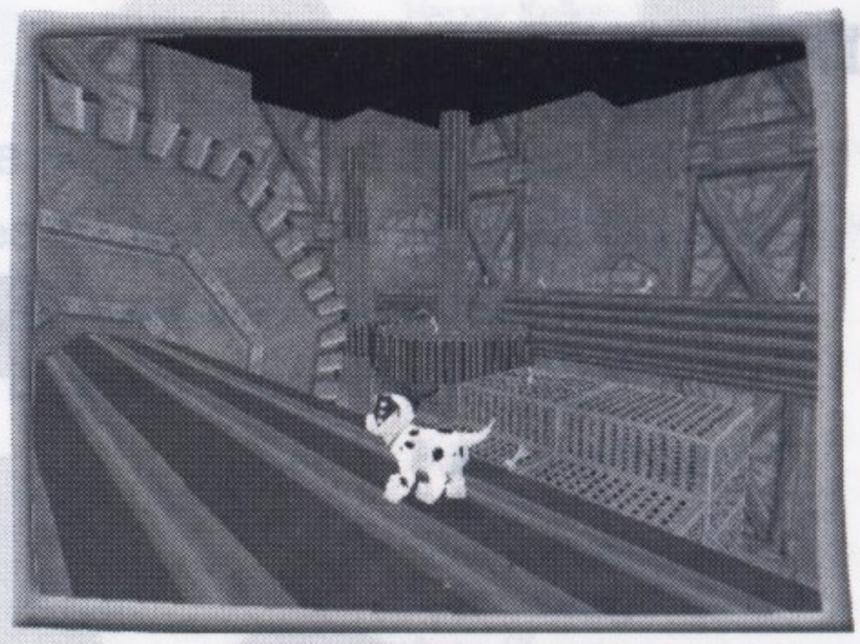
PICCADILLY

- Listen to all the different calls in the phone booths.
- Jump on top of cars to reach higher places.
- Bark at the manhole covers. When they open, you can drop down through the manholes to scoot to different parts of the level.
- You can also use the manholes to trap Horace!



BIG BEN

- The spinning axles pose a puppy problem. To cross them easily, wait 'til they stop, then dash across as fast as you can.
- For the highest bounce, jump off moving pistons and counterweights when they're going UP.
- Follow the pointing signs to stay on track.

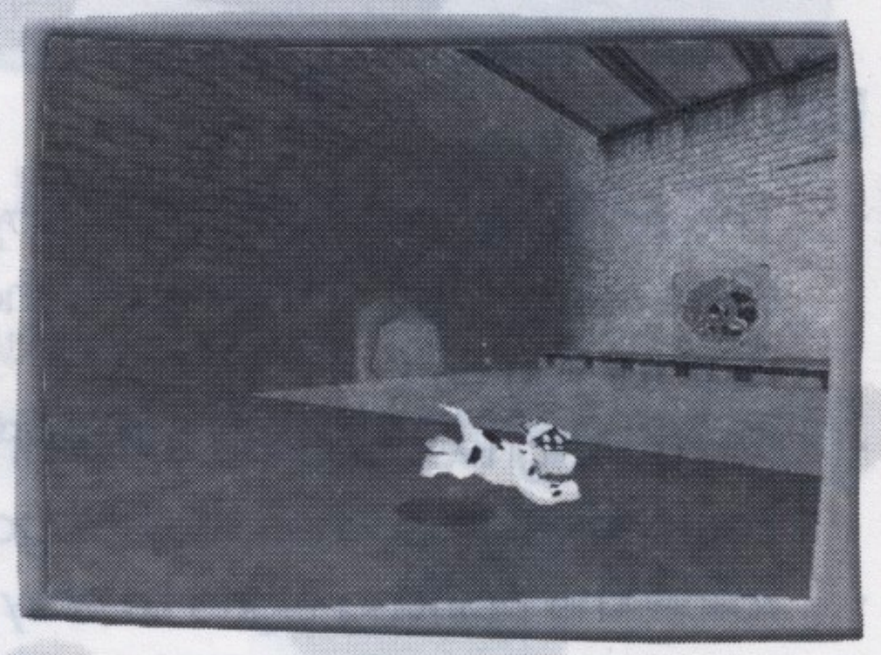


ROYAL MUSEUM

- Slide across marble floors and down banisters to escape Cruella's fur-loving cohort LePelt!
- For extra puppy play, put ancient treasures back in their proper places.

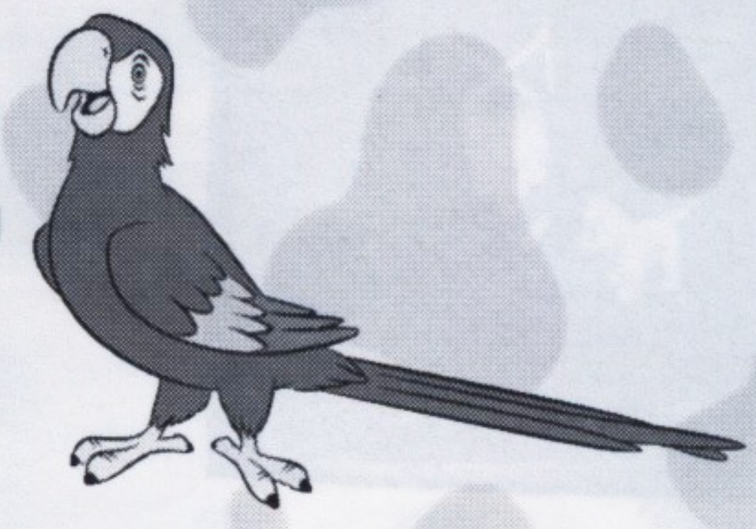
THE UNDERGROUND

- Use switches to turn things on and off.
- Ride gusts of steam to get to certain places. Watch out - they can also blow you off course!
- Don't fear the whirlpool. Falling through it will take you to a new area.



MORE LEVELS ...

Those were just a few hints to help you get started. Good show! Now, keep searching, sniffing and digging through the rest of the levels and see what you can find on your own! Your dogged determination is sure to put Cruella and her cohorts "in the doghouse"!



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